Android Mobile application for a Web-Based Asset Management system

Smart Brain Trainer (SBT)

An educational game that trains children on their cognitive skills to improve **reaction time** and **inspection time**.

**About SBT**

SBT is developed with Unity, a cross-platform game engine. 4 mini games are available with multiple levels and stages to select from. Before choosing the game to play, user has to record own voice for the application to record the speech activity for the words required during game play.

**Personal Ranking**

Viewing of overall score for each levels of different mini games are available. It aims to motivate user to challenge own score and improve on it. The total number of stars earned for each level will be displayed too.

**Testing and Results**

Users of different age groups are invited to try out the game to analyze on the benefits of SBT. Users gradually improved on their reaction time and inspection time as they played more. Thus, having positive response.